

FIG. 1A

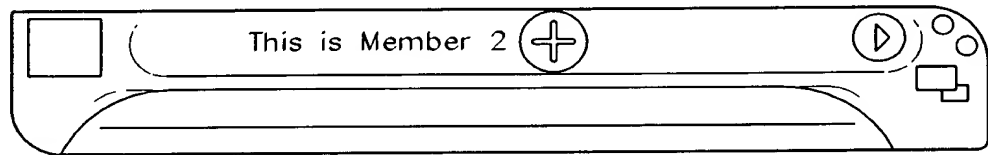


FIG. 1B

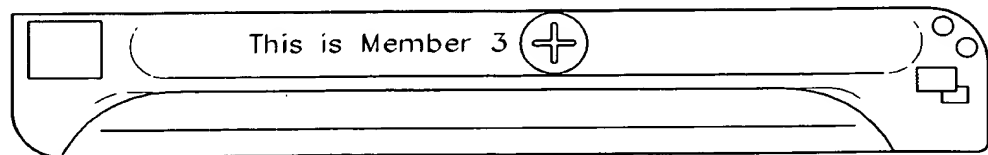


FIG. 1C

```
[SKIN1]
Application=RealJukebox
Version=2.0
```

```
PlayShow=1
RecordShow=0
PauseShow=0
StopShow=0
PreviousShow=0
NextShow=0
ContinueShow=0
ShuffleShow=0
MuteShow=0
VolShow=0
PosShow=0
MenuShow=0
ExitShow=0
MinimizeShow=0
RealLogoShow=0
PlayStatusShow=0
RecordStatusShow=0
```

```
PlayTopLeft=60,2
```

```
;Control 1 is a button
ControlImage=Change.bmp
ControlTopLeft=220,1
ControlIsButton=1
ControlChange Skin=<+>
```

```
;Control 2 is an image that
;identifies the skin
Control2TopLeft=110,8
Control2Image=Member1.bmp
```

```
[SKIN2]
Application=RealJukebox
Version=2.0
```

```
PlayShow=1
RecordShow=0
PauseShow=0
StopShow=0
PreviousShow=0
NextShow=0
ContinueShow=0
ShuffleShow=0
MuteShow=0
VolShow=0
PosShow=0
MenuShow=0
ExitShow=0
MinimizeShow=0
RealLogoShow=0
PlayStatusShow=0
RecordStatusShow=0
```

```
PlayTopLeft=360,2
```

```
;Control 1 is a button
ControlImage=Change.bmp
ControlTopLeft=220,1
ControlIsButton=1
ControlChange Skin=<+>
```

```
;Control 2 is an image that
;identifies the skin
Control2TopLeft=110,8
Control2Image=Member2.bmp
```

```
[SKIN3]
Application=RealJukebox
Version=2.0
```

```
PlayShow=0
RecordShow=0
PauseShow=0
StopShow=0
PreviousShow=0
NextShow=0
ContinueShow=0
ShuffleShow=0
MuteShow=0
VolShow=0
PosShow=0
MenuShow=0
ExitShow=0
MinimizeShow=0
RealLogoShow=0
PlayStatusShow=0
RecordStatusShow=0
```

```
;Control 1 is a button
ControlImage=Change.bmp
ControlTopLeft=220,1
ControlIsButton=1
ControlChange Skin=<+>
```

```
;Control 2 is an image that
;identifies the skin
Control2TopLeft=110,8
Control2Image=Member3.bmp
```

[MAIN]  
Application=RealJukebox  
Version=2.0  
  
SkinFamilyCount=3  
SkinFamilyName=SampleSkin

; Only show Play Button  
; hide other controls

PlayShow=1

RecordShow=0  
PauseShow=0  
StopShow=0  
PreviousShow=0  
NextShow=0  
ContinueShow=0  
ShuffleShow=0  
MuteShow=0  
VolShow=0  
PosShow=0  
MenuShow=0  
ExitShow=0  
MinimizeShow=0  
RealLogoShow=0  
PlayStatusShow=0  
RecordStatusShow=0

; Control 1 is a button that  
; cycles through the family  
members  
Control1Image=Change.bmp  
Control1TopLeft=220,1  
Control1IsButton=1  
Control1ChangeSkin=<+>

; Control 2 is an image that  
; identifies the current family  
member  
Control2TopLeft=110,8

[SampleSkin1]  
PlayTopLeft=60,2

Control2Image=Member1.bmp

[SampleSkin2]  
PlayTopLeft=360,2

Control2Image=Member2.bmp

[SampleSkin3]  
PlayTopLeft=0

Control2Image=Member3.bmp

FIG. 3

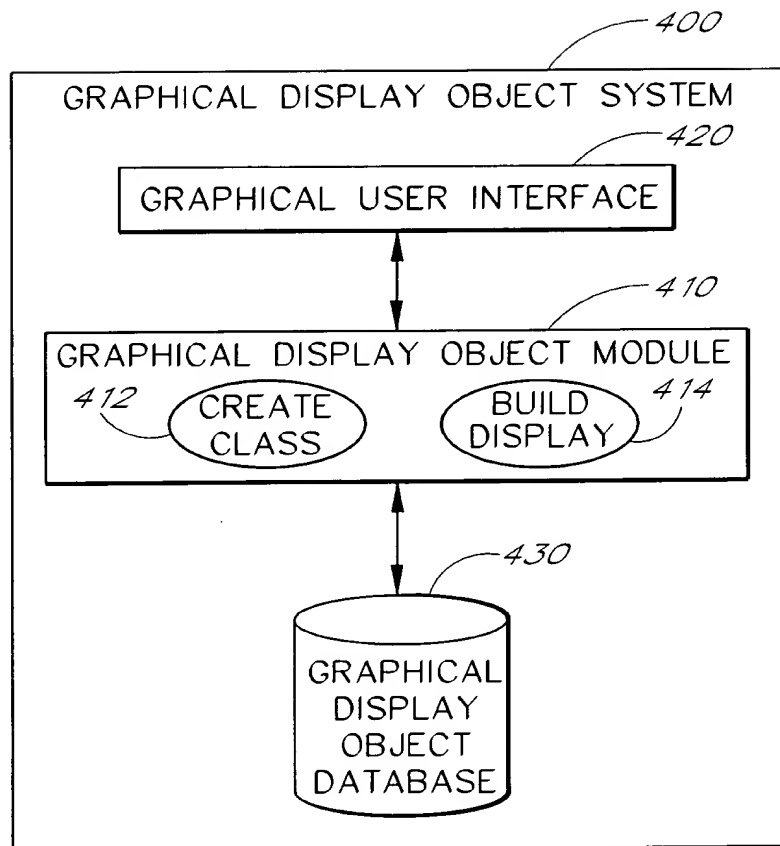
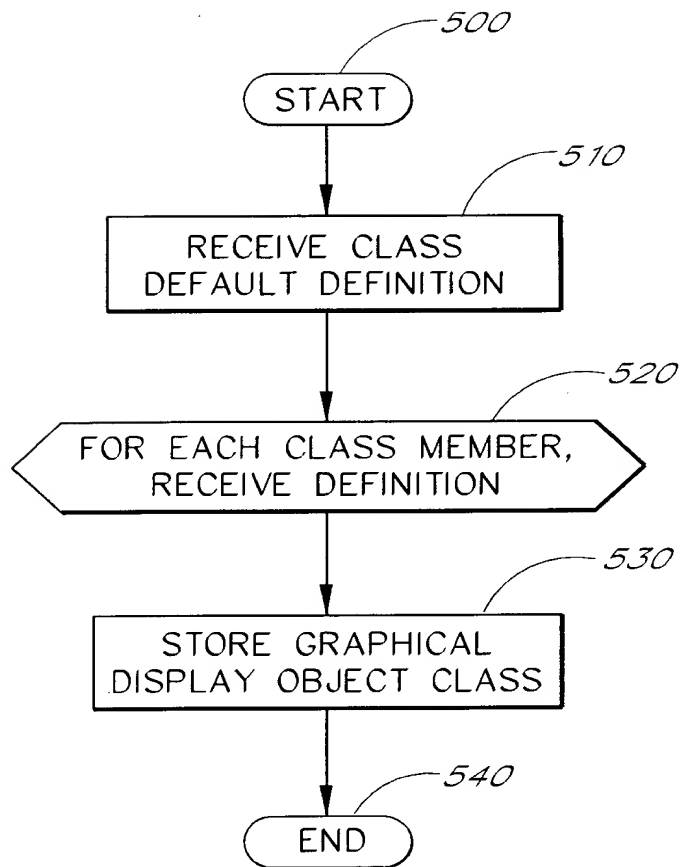


FIG. 4



*FIG. 5*

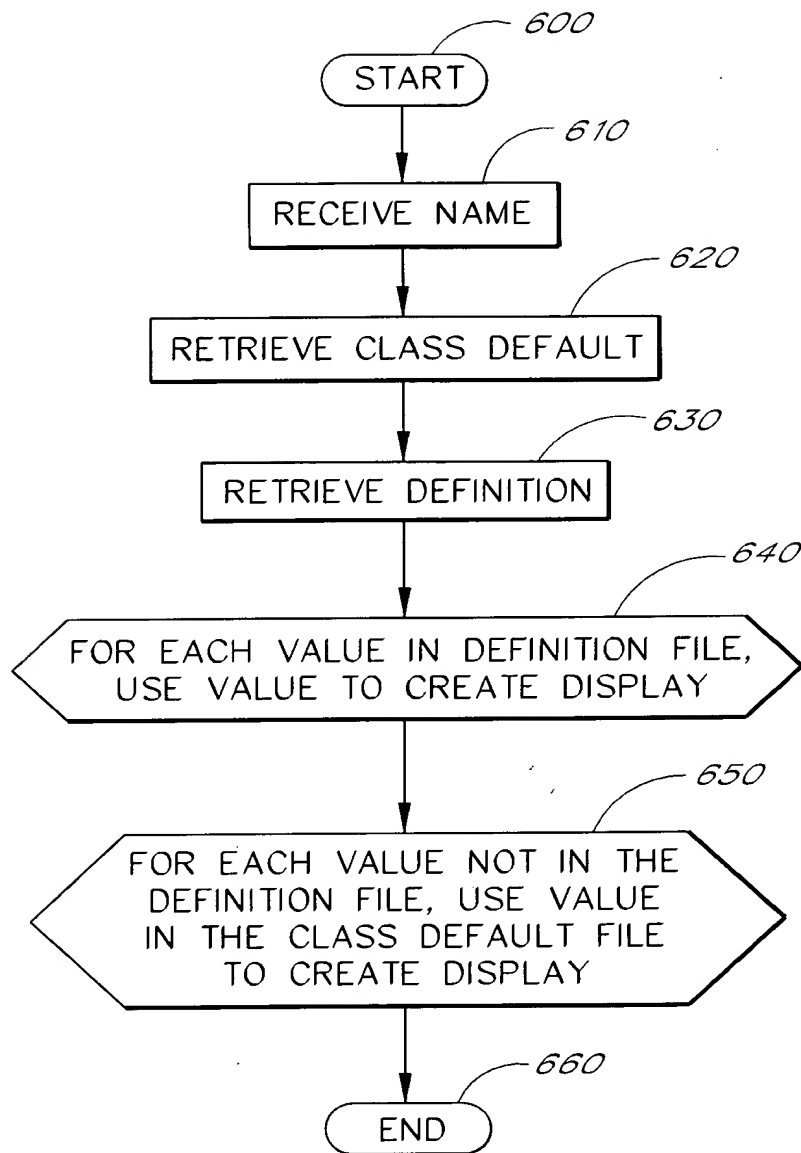


FIG. 6